

CLAIMS

What is claimed is:

- 5 1. A user interface software design system comprising:
 - an unorganized design data storage for storing as unorganized design data user-interface-software design data including events directed to a software product and information on software-product scene changes corresponding to the events;
 - 10 a rule storage for storing an organizing rule group, being a collection of organizing rules describing rules for converting the unorganized design data into reusable form;
 - a rule processor for converting the unorganized design data into organized design data by reading out the unorganized design data stored in
 - 15 the unorganized design data storage and reading out the organizing rule group stored in the rule storage, and applying in sequence to the read-out unorganized design data each organizing rule included in the read-out organizing rule group, to analyze the unorganized design data; and
 - an organized design data storage for storing the organized design
 - 20 data according to instruction by the rule processor.
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2. A user interface software design system according to claim 1, wherein, according to instruction by the rule processor, the organized design data is deemed to be unorganized design data, and the unorganized design data is converted into organized design data by applying in sequence again to the

unorganized design data the organizing rules included in the organizing rule group, and by analyzing the unorganized design data.

3. A user interface software design system according to claim 1 or claim 2,
5 further comprising:

an input information generator for generating an event directed to a software product as a basis for differential development, and inputting the event into the software product; and

10 a model generator for inputting the event inputted into the software product and the information on the software-product scene change for the inputted event, and generating data, as additional design data for the user interface software, including the event and the scene change information;

15 wherein the rule processor converts into organized design data new unorganized design data generated by adding the additional design data generated by the model generator to the unorganized design data.

4. A user interface software design system according to claim 3, wherein when the rule processor analyzes the unorganized design data according to the organizing rules and determines from the result that additional design
20 data is necessary, the rule processor sends to the input information generator an instruction for generating required additional design data, whereby the input information generator generates the event directed to the software product, and inputs the event into the software product.

25 5. A user interface software design system according to any of claims 1

through 4, wherein specific design data within the unorganized design data has a designation field for designating either preferential application of an organizing rule designated in advance, or non-application of the organizing rules, and the user interface software design system further comprises a
5 design data editor for enabling the designating into the designation field.

6. A user interface software design system according to any of claims 1 through 5, further comprising a rule editor for editing the organizing rules according to inputted information.

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7. A user interface software design system according to any of claims 1 through 6, wherein the unorganized design data storage and the organized design data storage are shared as a design data storage, and the unorganized design data and the organized design data are stored in
15 different areas within the design data storage.

8. A user interface software design system according to any of claims 1 through 6, wherein the unorganized design data storage and the organized design data storage are shared as a design data storage, and the organized
20 design data is stored in the design data storage by rewriting the unorganized design data stored in the design data storage with the organized design data.